

GAME  
SOFTWARE  
THAT IS  
A CUT ABOVE.



STRATEGIC  
SIMULATIONS,  
INC.

FALL '85/WINTER '86  
CATALOG

STRATEGIC SIMULATIONS, INC.  
883 Stierlin Road, Building A-200  
Mountain View, CA 94043-1983  
(415) 964-1353

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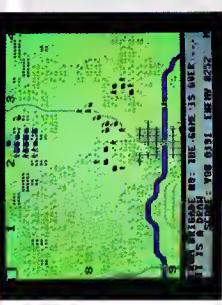


In the hypothetical war that is NORWAY 1985™, the summer of '85 saw the effortless occupation of Norway by armored Soviet forces. But with the onset of winter, their early success may prove to be quite temporary. With frigid nights freezing the oil in armored vehicles and the harsh terrain impeding daytime movement, the Soviet superiority in armor is effectively negated. Now, NATO has the opening it needs to launch a counterattack.

As the fiery battle rages around you, the captain's voice crackles from the radio: "Your orders, sir?" In BATTALION COMMANDER™, you are a lieutenant colonel in charge of an entire armored battalion. You must issue swift and decisive commands because this is one fast-moving tactical wargame. The fighting occurs in real time!

Your forces are equipped with a complete arsenal of modern vehicles and weapons such as tanks, APCs, howitzers, heavy mortars, and anti-tank missiles. You can select the nationality of ground forces — U.S., Soviet or Chinese — for either your side or the computer's. Relative strengths can also be adjusted to vary the difficulty of this solitaire game. And if you get bored with the scenery, just choose another battleground from the 40 terrain maps available.

Like the other Games in the "Superpowers" series, NORWAY 1985 boasts beautiful color graphics, a sophisticated movement system, and realistic combat rules. During solitaire play, the outcome of battle rests on you...sir!



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## NEW WARGAMES

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#### CLOSE-OUTS AT 50% OFF:

- CYTRON MASTERS  
AP/AT disk: \$19.98
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While supplies last, we are selling the following games in ziplock bags at half price:

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Atari disk \$29.98
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Second editions are available for the following games (Apple only):

- Computer Quarterback (\$15.00)
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### IN THE WORKS

- A tactical game on the Vietnam War (AP/C64/AT).
- A tactical WWII naval game in the Pacific (AP/C64).

- A sequel to PHANTASIE™ (AP/C64).
- A tactically oriented fantasy role-playing adventure game (AP/C64).

- An Apple® conversion is planned for FIELD OF FIRE™.
- PHANTASIE™ is being converted to the Atari®ST, the Macintosh®, Commodore 64™, Amiga®, and the Commodore Amiga™.

### GET MORE OUT OF YOUR COMPUTER GAMES!

The staff at SSI highly recommends COMPUTER GAMING WORLD, a bi-monthly magazine dealing with the personal computer game hobby. In addition to reviews, CGW has strategy/tactics, game design notes, contests, game ratings, and many other features that make it invaluable for the serious gamer. Subscriptions are available for \$13.50 per year; \$2.95 for a sample issue.

Write to: COMPUTER GAMING WORLD, P.O. Box 4566, Anaheim, CA 92803-4566.

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### TECHNICAL HOTLINE NUMBER: (415) 964-1200

If you have any technical questions or problems regarding any of our games, you can call our HOTLINE NUMBER: (415) 964-1200 every weekday, 9 to 5 (PST). General questions (about prices, availability, etc.) should be directed to: (415) 964-1353 during regular office hours (PST).

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Owners of cassette version games who wish to convert to disk format may now purchase backup disks directly from SSI for only \$10.00.

- A tactical game on the Vietnam War (AP/C64/AT).
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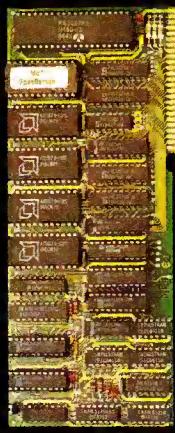
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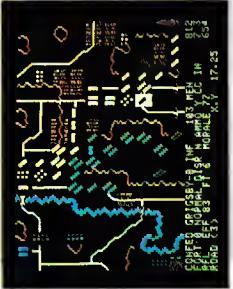
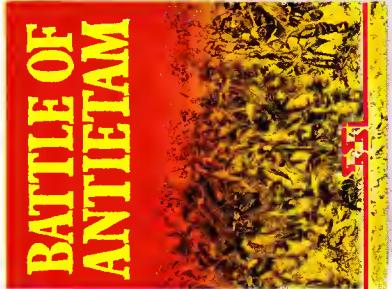
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\$49.95 APPLES, ATARI® & C-64®

### BATTLE OF ANTIETAM



**BATTLE OF ANTIETAM™** is a grand-tactical simulation of the bloodiest day of the Civil War — September 17, 1862. By sheer luck, Union General McClellan trapped the Confederate troops at Antietam Creek with their backs to the Potomac. Although outnumbered by more than 2 to 1, the Rebels still managed to hold off the Yankee forces and slip away under the cover of darkness.

Now you can seize the opportunity which escaped the inept McClellan — to smash Lee's army and win the war. From 6 am to 5 pm, the day unfolds in real time so real you'll feel like you're playing a miniatures game. Each demibrigade unit is rated for number of men (armed with up to 15 weapon types), morale and fatigue. Combat is resolved down into 200-yard squares with four levels of elevation.

**BATTLE OF ANTIETAM** contains Beginner, Intermediate and Advanced games to accommodate wargamers of all levels.

During solitaire play, the computer can play either or both sides.

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When Hitler sent his Panzers into Russia, his military purpose was to conquer territory. Yet tanks, for all their fury and firepower, were not enough to achieve this objective. Someone had to go into the woods, the towns to make sure that the territory got taken. That "someone" was infantry. But not just any infantry.

What the German Army needed was infantry that could keep up with the blazing offensive charge of its Panzer tanks. Meet the Panzer Grenadiers: Infantry on halftracks, trucks and armored vehicles with impressive speed and firepower.

**PANZER GRENADIER™** puts you in charge of a regiment of this elite armored infantry. Attached to this special fighting force are mortar, artillery, Panzer IV, Panther, and Tiger units. The computer directs the Russian forces.

Be prepared for some heavy fighting in this exciting, solitaire wargame. Five historical scenarios will take you on an explosive tour of the Eastern Front, from the Lutchesa River ('42) and Kursk ('43) to Kirovograd ('44) and Willowischken ('45).

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As the American General, you assign the 8th and 15th Air Forces to fly daily raids over 91 possible targets and bomb 12 types of Nazi industries. You determine the take-off time, altitude, and number and types of planes per mission. The computer assesses combat losses daily, down to individual bombers and escorts.

As the German player, you allocate flak guns among your cities and deploy the Luftwaffe's fighters from 96 airfields. The strategic limitation of aviation gas adds to your headaches.

Weapons become available at the same times they were actually developed in the war (although German jet production can be accelerated). Both sides can swap older planes for newer ones, the price is loss of time and pilot experience.

You can challenge a friend or direct the computer to play either or both sides.





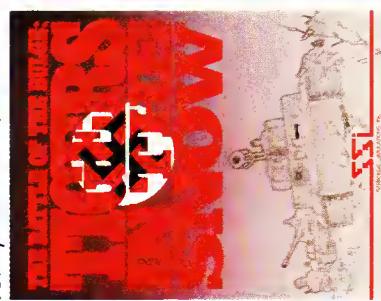
## WARGAMES



PANZER  
GRENADE

BY ROGER DAMON

A BATTALION OF INFANTRY IN THE EASTERN FRONT.  
A BATTALION OF INFANTRY IN THE EASTERN FRONT.  
A BATTALION OF INFANTRY IN THE EASTERN FRONT.  
A BATTALION OF INFANTRY IN THE EASTERN FRONT.



TIDES  
OF WAR

BY ROGER DAMON

BY ROGER DAMON

BY ROGER DAMON

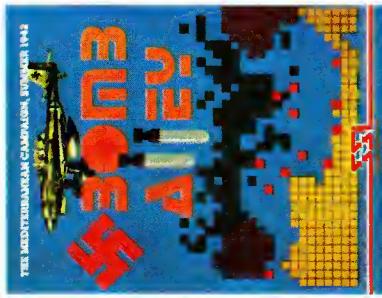
Lead a regiment of Hitler's armored  
infantry against the computer-directed  
Russian forces on the Eastern Front.  
By Roger Damon. INTRODUCTORY.  
APPLE, ATARI & C-64.



COLONIAL  
CONQUEST

BY DAN CERMAK

Strive for world control in this simulation of the Age of Imperialism (late 1800's and early 1900's).  
By Dan Cermak. INTRODUCTORY. ATARI & C-64.



SEA WAR

BY GARY GRIGSBY

THE MEDITERRANEAN CAMPAIGN. SUMMER 1942.  
THE MEDITERRANEAN CAMPAIGN. SUMMER 1942.  
THE MEDITERRANEAN CAMPAIGN. SUMMER 1942.



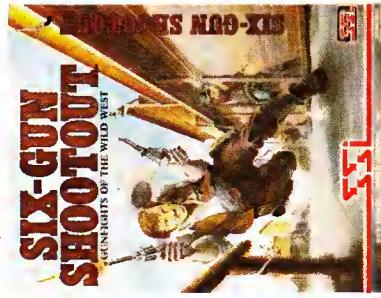
BROADSIDES

BY GARY GRIGSBY

INTERMEDIATE. APPLE.

INTERMEDIATE. APPLE.

An operational-level game of Hitler's  
final desperate assault — the Battle  
of the Bulge. By Tactical Design Group.  
INTRODUCTORY. APPLE, ATARI, IBM & C-64.



SIX-GUN  
SHOOTOUT

BY WAYNE GARRIS

Direct such infamous characters of  
the Wild West as Billy the Kid and Wyatt  
Earp in the greatest gunfights ever  
seen on a screen! By Jeff Johnson.  
INTRODUCTORY. APPLE, ATARI & C-64.



BATTALION  
COMMANDER

BY DAVID HILL

AS COMMANDER OF A MODERN ARMORED  
BATTALION, PIT YOUR MILITARY PROWESS  
AGAINST THE COMPUTER IN THIS REAL-  
TIME SIMULATION. BY DAVID HILL. INTRO-  
DUCTORY. APPLE, ATARI & C-64.



COMBAT  
LEADER

BY DAVID HILL

INTERMEDIATE. APPLE.

INTERMEDIATE. APPLE.

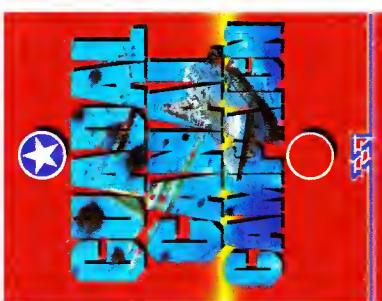
The romantic and adventurous age  
of fighting sail is here again as you  
command an 18th century warship.  
By Wayne Garris. INTRODUCTORY.  
APPLE, ATARI & C-64.



EAGLES

BY ROBERT RAYMOND

Fly biplanes such as the Sopwith  
Camel against such legends as the  
Red Baron during World War I.  
By Robert Raymond. INTRODUCTORY.  
APPLE, ATARI & C-64.



COLONIAL  
CONFLICT

BY DAVID HILL

A MONSTER-SCALED COMPUTER WAR-  
GAME OF THIS GREAT PACIFIC LAND-SEA-AIR  
CAMPAIGN OF WORLD WAR II.  
BY GARY GRIGSBY.  
INTERMEDIATE. APPLE.



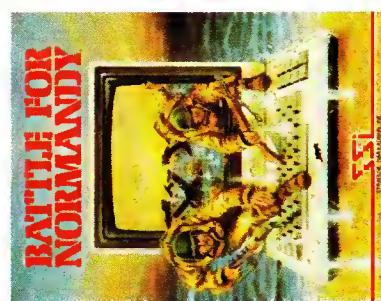
FIELD  
OF GLORY

BY GARY GRIGSBY

INTERMEDIATE. APPLE.

INTERMEDIATE. APPLE.

LEAD EASY COMPANY OF THE FIRST INFAN-  
TRY DIVISION THROUGH EIGHT HISTORICAL  
BATTLES IN NORTH AFRICA AND EUROPE.  
BY ROGER DAMON.  
INTERMEDIATE. ATARI & C-64.



BATTLE  
FOR  
NORMANDY

BY ROGER DAMON

D-DAY! RE-CREATE THE MASSIVE ALLIED  
INVASION OF NORTHERN FRANCE IN JUNE  
1944. BY TACTICAL DESIGN GROUP.  
INTERMEDIATE. ATARI, IBM & C-64.



BATTLE OF  
ANTIETAM

BY DAVID HILL

A GRAND-STRATEGIC CIVIL WAR SIMULATION.  
BY DAVID LANDREY & CHUCK KROEGEL.  
CONTAINS INTRODUCTORY, INTER-  
MEDIATE & ADVANCED GAMES.  
APPLE, ATARI & C-64.



NORTH  
ATLANTIC  
'86

BY GARY GRIGSBY

INTERMEDIATE. C-64.

INTERMEDIATE. APPLE.

SSI'S PROJECTION OF GIANT-SCALE AIR-LAND-  
NAVAL BATTLES IN FUTURE SOVIET-NATO  
CONFRONTATIONS.  
BY GARY GRIGSBY.  
INTERMEDIATE. APPLE.



GEOPOLITIQUE  
1990

BY BRUCE KEITCHES

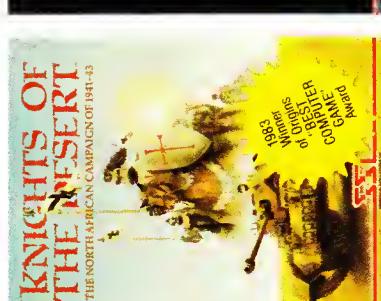
YOU PLAY THE U.S. WHILE THE COMPUTER  
PLAYS RUSSIA IN THIS ECONOMIC, POLITICAL  
& MILITARY GAME OF WORLD DOMINANCE.  
BY BRUCE KEITCHES.  
INTERMEDIATE. APPLE & C-64.



WINGS OF  
WAR

BY DAVID HILL

TAKE TO THE SKIES TO ENGAGE IN EXCITING  
AIR BATTLES WITH 36 OF WORLD WAR II'S  
GREATEST FIGHTERS AND BOMBERS.  
BY CHARLES METROW AND JACK AVERY.  
ADVANCED. C-64.



KNIGHTS OF  
THE DESERT

BY TACTICAL DESIGN GROUP

INTERMEDIATE. C-64 & IBM.

INTERMEDIATE. APPLE.

JOUST WITH ARMORED TANKS DURING THE  
NORTH AFRICAN CAMPAIGN OF 1941-43.  
BY TACTICAL DESIGN GROUP.  
INTERMEDIATE. APPLE, ATARI,  
C-64 & IBM.



CONFlict  
BISMARCK

BY JOHN LYON

BRITISH SHIPS AND AIRCRAFT ATTEMPT TO  
RID THE NORTH ATLANTIC OF NAZI GER-  
MANY'S DEADLIEST BATTLESHIP.  
BY JOHN LYON.  
INTERMEDIATE. APPLE.

## WARGAMES

## WARGAMES

## WARGAMES

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## EDU-TAINMENT



The strategic sequel to *The Cosmic Balance*™ is the ultimate training course for Galactic emperors-to-be. By Paul Murray. ADVANCED. APPLE & ATARI.



A multiple-character role-playing game set in medieval times, your group attempts to retrieve 9 rings and defeat the Black Lord. By Doug Wood. INTRODUCTORY. APPLE & C-64.



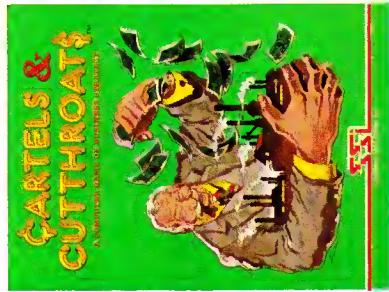
Campaign for the Presidency in the grueling 9-week race using historical or imaginary candidates. By Nelson Hernandez, Sr. INTRODUCTORY. APPLE & C-64.



This game not only lets you command a starfleet, it lets you build and design your own starships! By Paul Murray. INTRODUCTORY. APPLE, ATARI & C-64.



In this fantasy adventure game, you must battle hordes of monsters as you seek to destroy the evil wizard By Charles Dougherty. INTRODUCTORY. APPLE, ATARI & C-64.



Run your own megabucks corporation in the economic jungle of Big Business. For up to 6 players. By Dan Buntin. INTRODUCTORY. APPLE, C-64 & IBM.



In this graphically beautiful game, billions of lives are at stake as Earth is infected by deadly alien microbes. By Steve Faber. INTRODUCTORY. APPLE, ATARI & IBM.



As the pilot of a WWII B-17 bomber in this role-playing game, can you survive 50 dangerous raids over France & Germany? By John Gray. INTRODUCTORY. APPLE, ATARI & C-64.



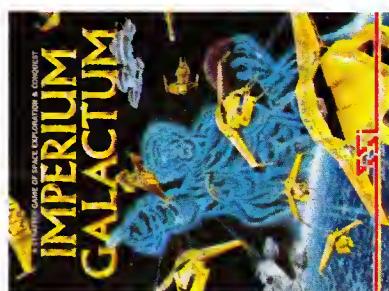
In this sophisticated business game set in 1870, you'll wheel and deal as you try to build the richest Transcontinental railroad. By Martin Campion. INTERMEDIATE. APPLE, ATARI & C-64.



Tee off against the Masters on some of the most challenging and famous golf courses in the world. By Henry Richbourg. INTRODUCTORY. APPLE & C-64.



Domination by tactical conquest and fortification is the key to this simple yet challenging classic. By Jim Templeman & Patty Denbrook. INTRODUCTORY. APPLE, ATARI & C-64.



Just as Julius Caesar once forged the Roman Empire, you'll now struggle to control the stars and create...the Imperium Galactum! By Paul Murray. ADVANCED. APPLE, ATARI & C-64.



Create and manage any team you like in this superb strategy simulation of America's national sport! By Charles Merrow & Jack Avery. INTRODUCTORY. APPLE, ATARI, C-64 & IBM.



Fly through hyperspace as you engage in interstellar battles with ships from five Galactic Empires. By Paul Murray. INTERMEDIATE. APPLE & IBM.



Our popular real-time simulation of semi-pro and NFL football. Game paddles required. By Dan Buntin. INTRODUCTORY. APPLE, ATARI & C-64.



Now, you can manage all the famous boxers of the past and present to find out who really is the greatest of all. By Carl Saracini. INTRODUCTORY. APPLE & C-64.



Search the deadly Netherworld for the magical Gemstone in this exciting action-strategy arcade game. By Peter Lount, Trouba Gossen & Kevin Pickell. INTRO. APPLE, ATARI & C-64.

## SPORTS

## SPORTS/GENERAL

## SCI-FI/FANTASY

# THE COMPLETE LIST

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NA NA	\$49.95				
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SIX GUN SHOOTOUT*	75 68 72				
TIGERS IN THE SNOW*	69 63 62				
USAAF*	NA NA				
WAR IN RUSSIA*	76 78 76				

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